

SAMPLE MINION

Type Icon, Name, Cost, Faction, Range, Combat, Movement, Armor, Life, Text

SAMPLE STRONGHOLD

Output, Name, Cost, Faction, Text

The diagram illustrates the layout of two sample cards: a Sample Event card and a Sample Relic card. Both cards are hexagonal and feature a central illustration. The Event card shows a character being snatched away, with text indicating it is played during the opponent's Summon Phase. The Relic card shows a stone structure, with text indicating it is a Unique relic that speeds up actions. Labels with arrows point to various parts of the cards: Type Icon, Name, Cost, Faction, and Text.

TYPE ICONS

Evil Minion		Good Minion	
Evil Stronghold		Good Stronghold	
Evil Event		Good Event	
Evil Relic		Good Relic	

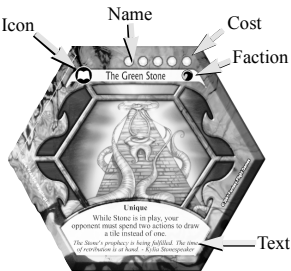
FACTION ICONS

Arcanae		Host	
Brood		Deep	
Draconis		Necris	
Gaians		Loftis	

1) Movement Phase

Each tile-sized section of the playing area is a Movement Phase. During your Movement Phase, you may move a number of spaces up to their total Movement value along the *edges* of other tiles.

SAMPLE RELIC



ys. Like events, each relic has a name, to bring into play. Unlike events, however, after producing their effects, but are some may be used again.

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egins the game with three Essence of Essence counters, that player

ing of the game, all energy counters led the *Void*. When one of your tiles ng energy is detailed below), you e Void and put it in your personal col-*Hoard*. You may spend energy from rongholds' Output, or to bring event ng and spending energy are detailed

es a wound, but is not destroyed, place at it has received a wound.

YOUR FORCE

le your force. Choose, from your col- de in your force. There are two things ur force: *alignment* and *faction*.

'Vortex, one player *must* play a force *must* play a force composed of *evil* e in the same force.

TYPE ICONS

Evil Minion		Good Minion	
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Evil Event		Good Event	
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FACTION ICONS

Arcanae		Host	
Brood		Deep	
Draconis		Neeris	
Gaians		Loftis	

You *may* include multiple factions in your force. Including tiles from multiple factions allows you greater diversity, but makes it more challenging to summon the tiles you want into play. (See the "Summon Phase" for details.)

Other Force-Assembling Rules:

- You may include as many tiles or as few tiles as you want, as long as your opponent's force has the same number of tiles.
- All the tiles in your force must be either good or evil. If you have good tiles in your force, you may not have any evil tiles, and vice versa.
- You may not include more than four copies of any one tile in your force, with one exception: You may include as many **Primary** tiles as you wish. (**Primary** tiles are described below.)

SETTING UP

Once you and your opponent have assembled your forces, you are ready to set up. Setting up is quick, and done in four steps:

1) Place the Vortex and primary strongholds

Place a Vortex tile in the middle of the playing area. Choose a Primary stronghold from your force and place it adjacent to the Vortex. At the same time, your opponent chooses a Primary stronghold from his or her force, and places it adjacent to the Vortex, on the opposite side of the Vortex tile from your stronghold. (See the "Example of Play #1" diagram.)

2) Select your opening hand

Both you and your opponent choose, from your respective forces, five tiles each. These tiles are your *hand*. When you bring a tile into play, you bring it into play from your hand. Your opening hand may include *only* strongholds and minions of Cost 3 or less.

3) Shuffle

Randomly shuffle your remaining forces and place them face-down in front of you. This stack of tiles is your *draw stack*. (When you discard a tile, it goes face-up into your *discard stack*.)

4) Determine first player

Flip a coin to see which player goes first. *The player who goes first must randomly discard one tile from his or her hand*, then draw another tile from his or her draw stack.

PLAYING THE GAME

Vortex is played in a series of *turns*. Each turn is divided into four *phases*:

1. Movement Phase
2. Action Phase
3. Summon Phase
4. Burn Phase

After one player has played through the four phases above, it is the second player's turn. After the second player has played through the four phases, it is the first player's turn again. In this fashion, both players continue taking turns back and forth until one player wins.

Exception: During your *first turn* of the game, there is *only the Summon Phase*. You *must* skip your Movement, Action, and Burn Phases on your first turn.

During your opponent's *first turn* of the game, he or she must likewise skip his or her Movement, Action, and Burn Phases. Your opponent may also *only play the Summon Phase*.

After both players have taken their first turns, they play through all four phases of all subsequent turns.

1) Movement Phase

Each tile-sized section of the playing area is considered one "space." During your Movement Phase, you may move each of your minions a number of spaces up to their total Movement value. Minions are moved along the *edges* of other tiles.

The Vortex Mass

The Vortex ties the universe together. Minions and strongholds caught up in the battle for the Vortex cannot break free of its pull, nor can they help others break free.

The *Vortex mass* consists of the Vortex tile, and all strongholds, minions, and energy tiles in play. You *must* be able to trace a path from the Vortex tile to *each* tile in the Vortex mass. This path *cannot* be traced through empty spaces. (See captions 3 and 4 on the diagram for examples.)

The Golden Rule

You may not move a tile in such a way that it separates from the Vortex mass, or separates another tile from the Vortex mass. Nor may you take any other action that will cause one or more tiles to separate from the Vortex mass.

This is the Golden Rule of Vortex, and nothing may violate it. If you wish to do something (move a tile, consume an energy, use a tile's special ability, play an event tile, etc.) that would violate the Golden Rule, *you may not do it*.

Other Movement Rules:

- You may move your minions in any order, but may only move each minion once. (You may wish to place a token on each tile as you move it, as a temporary reminder of which tiles you have moved.)
- You may *not* move a tile one part of its movement, move another tile, then move the first tile the second part of its movement.
- Flying** minions may move *over* other tiles, but may not end their movement *on* other tiles. Like all minions, **Flying** minions may not separate from the Vortex mass, even while moving.

2) Action Phase

During your Action Phase, you may perform *three actions*. Each action may be one of the following:

- draw a tile from your draw stack,
- attack one of your opponent's tiles,
- use a tile to consume an energy tile, or
- use a tile's special ability.

You may take the same action multiple times during your Action Phase if you wish. (For example, you may draw three times.) You may take less than three actions, but if you do so, the unused actions are wasted.

Action: Draw a Tile

Take the top tile from your draw stack and put it into your hand. You may have any number of tiles in your hand.

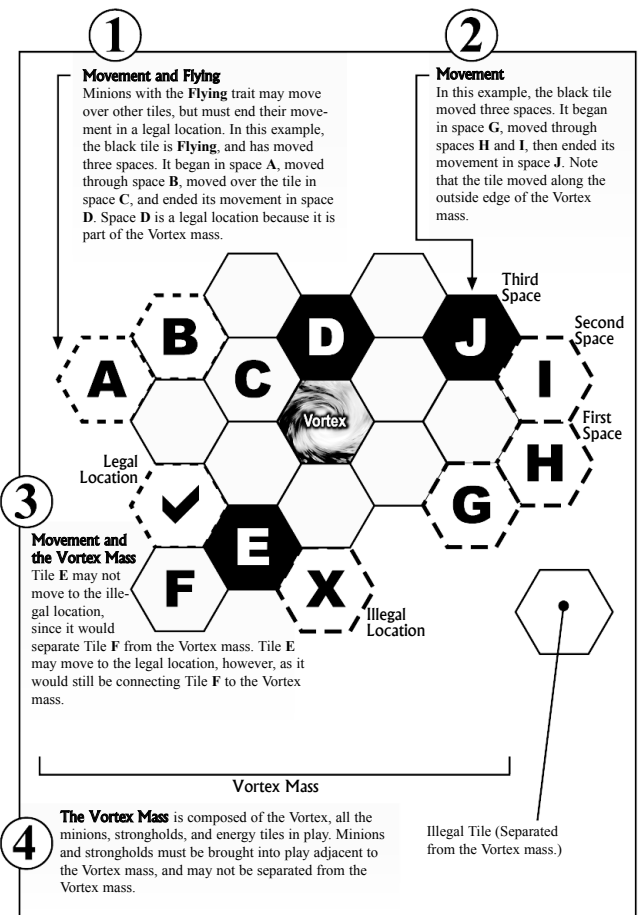
Action: Attack

You may attack your opponent's minions and strongholds in order to destroy them. Attacking is done in four steps:

1) **Choose a target:** Choose one of your opponent's tiles in play to be the target of your attack. You may attack the same tile multiple times during your turn, but you must use different minions for each attack (see below).

2) **Choose your minions:** Choose which of your minions will participate in the attack. A minion may only participate in one attack per turn. In order to participate, a minion must be in range of the target. Most minions have a Range of 1. Therefore, they must be adjacent to the target to participate in the attack.

3) **Apply the attack:** Combine the Combat values of *all* your minions that are participating in the attack. Compare this total to the *target's* Armor value. If the total is equal to or greater than the target's Armor value, the



target receives a *wound*. Place a wound counter on the target.

4) **Apply the defense:** The defending player now compares the *target's Combat value* to the Armor value of a *single minion* that is participating in the attack (and is within the target's Range). If the target's Combat value is equal to or greater than the participating minion's Armor value, the participating minion receives a *wound*. Place a wound counter on the participating minion.

5) **Resolve the wounds:** If any tiles have received a number of wounds equal to or greater than their Life, those tiles are *destroyed*. Remove the wound counters from these tiles and *flip them upside down*. Destroyed tiles are no longer considered minions or strongholds. Instead, they are now *energy tiles*, controlled by neither player.

Note that once you have played a couple games, you may find it faster and easier to compress steps 3-5 by applying the attack and defense simultaneously, and immediately resolving the wounds.

Other Attack Rules:

- Each of your tiles may only participate in one attack per turn.
- Damage is not cumulative. That is, if it does not cause a wound, it

disappears at the end of the attack.

- Damage may inflict multiple wounds. For instance, if the damage a tile receives is *double* its Armor value, it receives *two* wounds; if the damage is *triple*, the tile receives *three* wounds, and so on.

Action: Use a Tile to Consume Energy

If any of your minions or strongholds are adjacent to an energy tile, you may use your tile to *consume* that energy. When this happens, discard the energy tile into its owner's discard stack, then receive one energy counter from the Void and put it into your Hoard. Each of your tiles may only consume energy once per turn.

Note that you may not use a tile to consume an energy if doing so will separate one or more tiles from the Vortex mass. (See the "Golden Rule" for details.)

Action: Use a Tile's Special Ability

Many tiles have some sort of special ability listed in their text. Some of these special abilities are *passive*; that is, they are constantly in effect as long as the tile is in play.

Other special abilities are *active*, which means you must spend an action during your Action Phase in order to use them. Active special abilities are denoted by the "action" icon (♦), followed by their effect.

For example, a tile has the special ability, "♦: Remove a wound counter from one adjacent tile." This means that during your Action Phase, you may spend an action to use this tile's special ability, and therefore remove a wound counter from an adjacent tile.

You may only use each tile's special ability once per turn.

3) Summon Phase

During your Summon Phase, you may bring minions and strongholds into play from your hand. (Relics are also brought into play from your hand during the Summon Phase, but they are *not* summoned. Relics are detailed below.)

Most minions and strongholds have a Cost: a number and color of Output needed to summon it. When you summon a tile, you must bring it into play adjacent to at least one of your strongholds (already in play at the beginning of the Summon Phase) with Output that matches or exceeds the Cost of the summoned tile. For example, if you want to summon a minion with a Cost of two red Output, you must bring it into play adjacent to a stronghold with red Output of at least two.

You may summon a tile adjacent to two or more strongholds, combining their Output to pay the cost of the summoned tile. For example, you could summon a tile with a Cost of four blue Output adjacent to two strongholds with two blue Output apiece. (Note that the summoned tile must be adjacent to *every* stronghold that is providing it Output.)

When summoning a tile with no Cost (such as many **Limited** tiles), you *do not have to bring it into play adjacent to a stronghold*. You must, however, bring it into play adjacent to one of your tiles already in play prior to the Summon Phase.

Spending Energy

During the Summon Phase, you may spend any number of energy counters from your Hoard. For each energy counter you spend, you may add one point of Output to the Output of any one of your strongholds in play during this Summon Phase. Note that you may *not* spend energy to simply *create* Output; it must add onto the Output of a stronghold already in play.

Other Summoning Rules:

- You may summon only one tile per stronghold. If a stronghold's

Output exceeds the cost of the tile you summon, the excess Output is wasted.

- A stronghold has no Output the turn that it is summoned.
- If you spend energy to increase a stronghold's Output, the added Output is the same color as the stronghold's Output.

4) Burn Phase

During your Burn Phase, if you have *fewer* minions or strongholds adjacent to the Vortex than your opponent, you must discard one Essence counter. If discard your last Essence counter, you immediately lose the game. (Note that you can only lose Essence counters during your *Burn* Phase, and that you only lose one Essence counter at a time.)

After your Burn Phase, your turn is over and it is your opponent's turn.

EXAMPLE OF PLAY

In this example, Greg is playing a good force, composed mostly of the Arcanae faction. Brian is playing an evil force, specializing in the Brood faction. Both players have 24 tiles in their forces, which they have already assembled. From this 24, they have each pulled out one **Primary** stronghold.

Setting Up

The players place the Vortex tile in the center of the playing area. Greg places his primary stronghold, "The Academy of the Arcane" adjacent to the Vortex. Brian places his primary stronghold, "Lake of Fire" across the Vortex from Greg's tile.

Now the players choose their opening hands of five tiles each. When both players have chosen their opening hands, they shuffle their draw stacks and place them face-down in front of them.

Greg and Brian flip a coin to see who goes first. Brian wins the coin toss, so he gets to go first, but has to discard a random tile from his hand. He presents his opening hand to Greg, who picks one at random and puts it into Brian's discard stack. Brian then draws a random tile from the top of his draw stack.

First Turn: Brian

Because it is his first turn, Brian must skip his Movement and Action Phases, and goes straight into his Summon Phase. He summons a minion that costs one Output ("Daemon Horde") and places it adjacent to both his "Lake of Fire" (which has one Output needed to summon the minion) and the Vortex. Brian also summons a second "Lake of Fire," which is a free stronghold, and places it adjacent to the first stronghold, opposite the "Daemon Horde" and adjacent to the Vortex.

Brian now has three tiles in play, covering three sides of the Vortex. He has three tiles left in his hand.

Because it is his first turn, Brian skips his Burn Phase. It is now Greg's turn.

First Turn: Greg

Greg must skip his Movement and Action Phases because it is his first turn. During his Summon Phase, he summons a minion with a cost of one Output ("Iron Enforcers") adjacent to his primary stronghold, which has an Output of one. The minion is also adjacent to the Vortex, as well as Brian's "Lake of Fire."

Greg also summons a second primary stronghold, a second "Academy," which he places adjacent to the first stronghold, the Vortex, and Brian's "Daemon Horde."

Greg now has three tiles in play, covering three sides of the Vortex. He has three tiles left in his hand.

Because it is his first turn, Greg skips his Burn Phase. It is now Brian's turn again.

Second Turn: Brian

Brian begins his turn with his Movement Phase. He moves his "Daemon Horde" two spaces, so that it is adjacent to both of Greg's strongholds. (Because it is **Flying**, the Horde moves *over* one stronghold.)

For his Action Phase, Brian spends his first action to attack. He targets Greg's first stronghold. He chooses the Horde to participate in the attack (since it's the only minion he has in play). The Horde has a Combat value of 1, which is equal to the stronghold's Armor of 1, so Brian places a wound counter on the stronghold. (The stronghold has a Life of 2, so it is not destroyed by the single wound.) The stronghold has no Combat value, so it cannot defend itself against the Horde.

Brian spends his second two actions to draw two tiles from his draw stack.

During his Summon Phase, Brian summons a second "Daemon Horde" adjacent to his first stronghold, thus filling the space left empty when his other minion moved at the beginning of the turn.

During his Burn Phase, Brian has the same number of tiles adjacent to the Vortex as Greg does (they both have three). Therefore, he does not lose an Essence counter. If Brian had not summoned the second minion during his Summon Phase, that space would have been empty. He would have had only two tiles adjacent to the Vortex, which is less than Greg's three, and he would have lost an Essence.

Second Turn: Greg

Greg uses his Movement Phase to move his "Iron Enforcers" adjacent to the "Daemon Horde."

During his Action Phase, Greg spends his first and second actions to draw tiles. With his second draw, he draws an event tile that will help his minions during an attack.

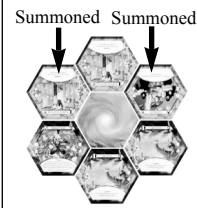
Greg spends his third action to attack Brian's Horde. He chooses his "Iron Enforcers" to participate in the attack. The Enforcers tile has a Combat value of 1, and the Horde has an Armor of 1, so the Horde receives a wound.

The Horde has a Combat value of 1, and the Enforcers tile has an Armor of 1, (which would mean a wound for the Enforcers) but Greg plays the event tile from his hand that he just drew. This event increases his Enforcer's Armor to 2, so the Enforcer does *not* receive a wound. Greg then discards the event tile.

Because the Horde has received a wound, and has a Life of 1, the

EXAMPLE OF PLAY #3

This is what the playing area looks after Greg's first turn.



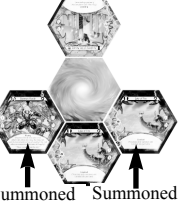
EXAMPLE OF PLAY #1

This is what the playing area looks after setting up.



EXAMPLE OF PLAY #2

This is what the playing area looks after Brian's first turn.



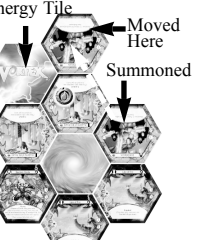
EXAMPLE OF PLAY #4

This is what the playing area looks after Brian's second turn.



EXAMPLE OF PLAY #5

This is what the playing area looks after Greg's second turn.



Horde is destroyed. Brian turns his Horde tile gy tile.

During his Summon Phase, Greg summons adjacent to his wounded Academy, thus filling first Enforcers.

Now it is Greg's Burn Phase. Because he s Enforcers," he has three tiles adjacent to the Vortex that Brian has, so he does not lose an Essence counter.

The game continues in this manner, with Greg and Brian alternating turns until one of them loses three Essence.

OTHER RULES

Events

Unless the text of an event tile tells you otherwise, you may use an event tile during your Action Phase. Some event tiles have a "when" condition. For instance, an event tile may have the text "When your opponent draws a tile," or "Play when your opponent draws a tile."

Many event tiles are free, but others have a Cost. In order to play the event tile, Most event tiles require you to spend actions during your Action Phase.

It is important to note that each event tile *must* be played *not play an event tile unless you already have that faction in play*.

When your event is no longer in effect, discard the event tile.

Relics

Relic tiles are similar to event tiles, but you may use them during your Summon Phase. Bringing a relic into play as summoning a minion or stronghold.

Relics come into play in front of their own faction's Vortex, and *not* as part of the Vortex mass.

It is important to note that each relic has a *relic* unless you already have a stronghold or minion in play.

Like minions and strongholds, relics have a Cost. Relics are passive, and remain in effect as long as they are in play. Others are active, and require you to spend actions during your Action Phase in order to use them.

Exchanging Energy and Actions

During your Action Phase, you may spend additional action. Likewise, you may spend two actions to draw a tile from the Void to your Hoard. You may perform any action as many times as you can afford to do so.

Rules Conflicts

If there is a conflict between these rules and a tile text, the tile text always takes precedent over these rules. *text may not violate the Golden Rule.* (See the details.)

Timing

Sometimes, one effect may cancel out or override another. Other times, there may be some confusion as to when an effect takes place.

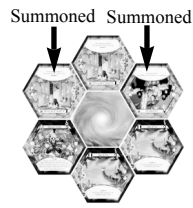
In either case, the *most recent* effect always takes precedence.

If an effect is canceled by a subsequent effect, the original effect is still paid. For example, if you pay two actions to draw a tile, and your opponent plays another event to cancel the first, the second remains spent.

Note that *passive* special abilities are considered *active* event tiles or *active* special abilities. For example, a tile with the passive special ability, "Receives +2 Armor," is considered an active special ability.

EXAMPLE OF PLAY #3

This is what the playing area looks after Greg's first turn.



Horde is destroyed. Brian turns his Horde tile face-down. It is now an energy tile.

During his Summon Phase, Greg summons a second "Iron Enforcers," he has three tiles adjacent to the Vortex. This is the same number that Brian has, so he does not lose an Essence.

Now it is Greg's Burn Phase. Because he summoned the second "Iron Enforcers," he has three tiles adjacent to the Vortex. This is the same number that Brian has, so he does not lose an Essence.

The game continues in this manner, with Greg and Brian taking turns, until one of them loses three Essence.

OTHER RULES

Events

Unless the text of an event tile tells you otherwise, you must play the tile during your Action Phase. Some event tiles are played at other times. For instance, an event tile may have the text "Play during your Summon Phase," or "Play when your opponent draws a tile."

Many event tiles are free, but others have a Cost. You must pay this Cost in order to play the event tile. Most events cost energy, but a few require you to spend actions during your Action Phase.

It is important to note that each event tile belongs to a faction. *You may not play an event tile unless you already have a stronghold or minion of that faction in play.*

When your event is no longer in effect, discard the event into your discard stack.

Relics

Relic tiles are similar to event tiles, but you may only bring relics into play during your Summon Phase. Bringing a relic into play is *not* the same as summoning a minion or stronghold.

Relics come into play in front of their owner, *not* adjacent to a stronghold, and *not* as part of the Vortex mass.

It is important to note that each relic has a faction. *You may not play a relic unless you already have a stronghold or minion of that faction in play.*

Like minions and strongholds, relics have special abilities. Some of these are active, and remain in effect as long as the relic remains in play. Others are active, and require you to spend actions (and sometimes energy) during your Action Phase in order to use them.

Exchanging Energy and Actions

During your Action Phase, you may spend *two* energy to receive *one* additional action. Likewise, you may spend *two* actions to add *one* energy from the Void to your Hoard. You may perform this exchange as many times as you can afford to do so.

Rules Conflicts

If there is a conflict between these rules and text printed on a tile, the tile text always takes precedent over these rules, with one exception: ***Tile text may not violate the Golden Rule.*** (See the "Golden Rule," above, for details.)

Timing

Sometimes, one effect may cancel out or otherwise modify an earlier effect. Other times, there may be some confusion over which effect takes place first.

In either case, the *most recent* effect always takes place *first*, followed by the previous effect.

If an effect is canceled by a subsequent effect, the cost for the first effect is still paid. For example, if you pay two energy to play an event tile, and your opponent plays another event to cancel yours, your two energy remain spent.

Note that *passive* special abilities are considered to be in effect *before* event tiles or *active* special abilities. For example, a minion with 1 Armor has the passive special ability, "Receives +2 Armor if adjacent to a friendly

stronghold." If the minion is adjacent to a friendly stronghold (and thus has 3 Armor) when an opponent plays an event that gives it -1 Armor, the minion's Armor is 2 for the duration of the event.

Range

To determine if your tile is in range of its target, trace a path through the Vortex mass from the tile to its target. You may not trace this path through empty spaces or the Vortex tile. Count the number of tiles on the path, including the target tile but not your starting tile. If this number is equal to or less than your tile's Range, then the target is in range.

TRAITS

Below is a list of traits that a tile may have. Each trait gives a tile a specific bonus or disadvantage.

Overpower: If a minion with this trait participates in an attack, that minion's Combat value is applied, and its inflicted wound(s) resolved, before the target's defense is applied. In this manner, a minion may destroy a target before the target can defend itself. If the target survives the attack, its defense is applied normally.

A minion's **Overpower** trait is negated if the minion participates in an attack with other minions that do *not* have the trait. To make use of a minion's **Overpower** trait, that minion must participate in the attack alone, or with other minions with the **Overpower** trait.

Counterstrike: If a minion with **Counterstrike** is the target of an attack, its Combat value is applied, and its inflicted wound(s) resolved, before the attack is applied. In this manner, the target of an attack may destroy its attacker before the attacker can apply its damage. If the attacker survives, it may apply its Combat value normally.

Note that unless a minion also has the **Defense Mastery** trait, it can only apply its Combat value to *one* attacking minion in this manner.

If one or more minions with the **Overpower** trait participate in an attack on a target with the **Counterstrike** trait, the two traits cancel each other out. The attack is resolved normally.

Attack Mastery: Tiles with this trait may participate in more than one attack per turn. Note that each attack still costs you an action.

Defense Mastery: When a tile with this trait is the target of an attack, its full Combat value is applied to every minion in range participating in the attack (instead of just one).

Flying: Tiles with this trait may move *over* other tiles, but must end their movement in a legal location. A **Flying** tile may *not* move over the Vortex.

Limited: You may only summon *one* **Limited** tile per turn.

Primary: You may include as many **Primary** tiles as you wish in your force. Also, at the beginning of the game, you place a **Primary** stronghold adjacent to the Vortex.

Unique: You may only have one copy of a **Unique** tile in play at one time. You may have more than one copy of a **Unique** tile in your force, however.

Legendary (X): If you cause an opponent's **Legendary** tile to be destroyed (either by attacking it, defending against it, or through some other effect), you receive a reward of X energy counters from the Void.

TERMS

Below is a reference guide to the terminology used in Vortex. Some of these terms are used in the rules, while others appear on the tiles themselves.

Damage: Tiles can give and receive *damage*. If a tile receives damage equal to or greater than its Armor, the tile receives a wound. Tiles usually give and receive damage while the target of, or while participating in, an attack, though there are other ways to give and receive damage. If a tile receives damage that is insufficient to give it a wound, the damage disappears at the end of the attack. (If a tile receives damage other than

during an attack, the insufficient damage disappears at the end of the damage-inflicting effect.)

In Play: All minions, strongholds, and energy tiles that are part of the Vortex mass are *in play*, as are any of your events or relics in front of you that have not yet been discarded. Tiles in your hand, draw stack, or discard stack are not in play.

Void: At the beginning of the game, all energy counters are put into a communal pool called the *Void*. When you receive an energy counter, it comes from the Void. When you spend an energy, it goes back into the Void. Note that you cannot deplete the Void; it has an infinite supply of energy counters.

Hoard: Your *Hoard* is your personal pool of energy counters. When you receive energy from the Void, it goes into your Hoard. At the beginning of the game, all players have zero energy in their Hoards.

Owner: A tile's *owner* is the player who started the game with that tile. When a tile's text refers to "you" it means the tile's owner.

Wounded: A *wounded* tile is one with at least one wound counter on it.

Target: If a tile's text refers to a *target*, it means something that you choose. For instance, if a tile refers to a "target stronghold," you get to choose a stronghold.

Participate in an Attack: When you attack one of your opponent's minions or strongholds, you choose which of your minions will participate in the attack. Note that the target of the attack is *not* participating in the attack. A minion may only participate in one attack per turn.

Enemy: Any tile that is not part of your force is an *enemy* tile.

Friendly: Any tile that is part of your force is a *friendly* tile.

Force: The collection of tiles you bring to the game is your *force*.

Effect: Most tiles have *effects* you may use to affect the game. Special abilities are effects. Event tiles produce effects. Most effects are instantaneous; they happen, and then they are done.

CUSTOMIZATION AND RARITY

Once you have played a few games of Vortex, you will probably want to customize your own force. The tiles in this starter set are a good beginning, but you will probably want to have more tiles from which to choose. You can obtain more tiles by trading with your friends, or by purchasing Vortex booster packs at your local game store.

There are 92 flats in Vortex: flats 1-16 are fixed (you'll find them in each starter set), flats 17-54 are standard, and flats 55-92 are rare. Each starter and booster contains three standard flats and one rare flat.

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